

# OCTAVE NOTEBOOK

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## DEMONSTRATION TEXT

```
## [Lab 1](#table-of-contents)
### [General Commands](#lab-1table-of-contents)
#### Commands
```matlab
x = 3
y = x + 1
clc # does nothing in script?
clear x
y
6*10/13+18/(5*7)+5*9^2
```

```
6*(35^(1/4))+14^0.35
6*(35^(1/4));
x = [-1:0.5...
:0.51]
quit
```

#### Output
```matlab
x = 3
y = 4
y = 4
ans = 410.13
ans = 17.112
x =

-1.0000 -0.5000      0    0.5000
```
```

PREPRINTED TABS

| NOTEBOOK GRADING SHEET  |       |                          |       |            | ENGR 60             |                          |        |
|-------------------------|-------|--------------------------|-------|------------|---------------------|--------------------------|--------|
|                         | SCORE |                          | SCORE | NOTES      |                     | SCORE                    |        |
| Contents                |       |                          |       |            |                     |                          |        |
| Cover - Front & Side    |       |                          |       |            | Week 9 Midterm Prep |                          |        |
| Table of Contents       |       |                          |       |            | Midterm Prep        |                          |        |
| Preprinted Tabs         |       |                          |       |            | Midterm             |                          |        |
| Syllabus                |       |                          |       |            |                     |                          |        |
|                         |       |                          |       | p77        | Tab #10             |                          |        |
| Tab #1 Overview         |       | Pratap Tab #6 Tutorial 5 |       | end of Ch2 | Solvex.m p78-79     | 4.1 Script files         |        |
| T1-1 (a,b)              |       | 1. On-line help          |       | prob pg 37 | p80-81              | 4.2 Function Files       | XXXXXX |
| Cylinder 20% increase   |       | 2. Convert temperature   |       | ans pg 38  | Example p82-83      | 4.2.1 Execute a Function |        |
| T1-2 (x+y; xy; x/y)     |       | 3.Calculate Factorials   |       |            | eval w/feval p85    | Evaluating a Function    |        |
| 5 sin(u) u(7) length(w) |       | 4. Cross-Product         |       |            | p87-88              | Profiler                 |        |
| T3-1 25th Element       |       | 5.Sum Geo series         |       |            | Control-flow pg90   | 4.3.4 Loops Branches     |        |

| NOTEBOOK<br>GRADING SHEET       |                          |                              |             | ENGR 60                |                          |                                       |
|---------------------------------|--------------------------|------------------------------|-------------|------------------------|--------------------------|---------------------------------------|
| Polynomial Roots                |                          | 6. Interest Calculation      |             | see also Tab#3 "Money" | for loop (pg 91)         |                                       |
| T3-2 Polynomia<br>$x^3..290$    |                          |                              |             |                        |                          | Great Bike Race                       |
| Plot<br>$y=\sin(2 \cdot x)$     |                          | <b>Tab #7</b>                |             |                        |                          | B737 Max 8                            |
| T3-3 Plot<br>$s=2\sin(3t+2)$    |                          | Forecasting - Trend Line     |             |                        |                          | <b>SDC BOOK</b>                       |
| T3-4<br>$y=4\sqrt{6x_1}$        |                          |                              |             |                        |                          | <b>Chapter 1 - Intro Load</b> XXXXXX  |
| Plot Rocket Height              |                          | <b>Tab #7 Ch. 3</b>          |             |                        | Matirx input             | Load Bearingdata Save                 |
| Script SampleSQRT               |                          | Ch. 3 How-to                 |             | p41-42                 | Matrix manipulation      | Basic Statistical Function            |
| Script PopTable                 |                          | 3.1.1 Input & Continuation   | p45 Fig 3.1 | EXAMPLE                | Running the Script Vt    |                                       |
| Script Powers of 3              |                          | 3.1.2 Indexing/Subscript     |             | p.44                   | Continuation . . .       | Converting Values                     |
| Script A/g per Game             |                          | 3.1.2 Dimension              |             | p46                    | Input: Vector            | <b>Chapter 2 - Programming</b> XXXXXX |
| Narrative                       |                          | 3.1.3 Matrix manipulation    | p47         | Matrix Reshaping       | Arithmetic/Relational    |                                       |
|                                 |                          | Transpose - Initiaialization |             | p.48                   | size(A)                  | Logical-Variable Naming               |
| <b>Tab #2 Matrix Math</b>       |                          | Appending - Deleting         |             | p.49                   |                          | Storing Numeric Values                |
| 4 hr Video (Hr 1 Vectors)       |                          | Utility - Special            |             | p.50                   | zeroes(1,10); ones(10,1) | Constants/Numerical Func              |
| Matlab Coursework Notes         |                          | Utility Matrix example       |             | p.51 Fig 3.2           | EXAMPLE eye(3) diag(B)   | Strings/Char                          |
|                                 |                          | 3.1.4 Creating Vecors        |             | p52                    | linspace(0,20,5) logsp   | Import Genetic Data                   |
| <b>Pratap Tab #2 Tutorial 1</b> |                          | 3.2.1 Matrix & Array Op      | XXXXXX      | p53                    | . * \ / . ^ .'           | <b>Chapter 3 - Programming</b> XXXXXX |
| 1. compare; sqrt; pi            |                          | 3.2.2 Relational Ops         | XXXXXX      | p54                    | <,<= >,>=,==,~=          | Array Types                           |
| 2. Exponents & Log (a,b,c)      | Matrix transpose, .', .^ |                              | p55 Fig 3.3 | EXAMPLE                | Strings as Matrices      |                                       |
| 3. Trig (a, b, c)               |                          |                              |             |                        |                          | :: randi() magic()                    |

| NOTEBOOK<br>GRADING SHEET |                        |                           |        |             | ENGR 6o                |                           |        |
|---------------------------|------------------------|---------------------------|--------|-------------|------------------------|---------------------------|--------|
| 4. Complex No. (a,b,c)    |                        | Tab #8                    |        |             |                        | Cell Arrays - Structures  |        |
|                           |                        | 3.2.3 Logical Ops         |        | p56         | & (and)                | (or) ~ (not)              | Tables |
| Pratap Tab #3 Tutorial 2  |                        | 3.2.4 Trig Functions      |        | p57         | sin cos tan cot asin   | Chapter 4 - Programming   | XXXXXX |
| 1. Equation of Line       |                        | exponent & complex func   | p58    |             | While Loops            |                           |        |
| 2. Vectors (a,b,c)        |                        | round off functions       |        | p59         |                        | For Loops                 |        |
| 3. Points on Circle       |                        | 3.2.5 Matrix functions    |        | p59         |                        | If - Else Conditionals    |        |
| 4. Geometric Series       |                        | 3.2.6 Character strings   |        | p59,61      | nam=['Doe'; 'Ravi']    | If - Else - If Swith-Case |        |
| 5. Matrices & Vectors     |                        | Matrix function vs Array  |        | p60 Fig 3.4 | EXAMPLE                | Editor TerminalVelocity   |        |
|                           |                        | Manipulating char strings |        | p61         |                        | Image File - Pretty       |        |
| Tab #3                    |                        | Eval function             |        | p.62-63     | strcmp, num2str        | Exiting Stopping a Loop   |        |
| Time Value Money CANVAS   | 3.3 Functions and Help |                           | p64    |             | Chapter 5 - Matrices   | XXXXXX                    |        |
|                           |                        | Help Directory            | XXXXXX | p65 Fig 3.5 | Size, diag, eye, magic |                           |        |
| Pratap Tab #4 Tutorial 3  |                        | determinant help, eig     | XXXXXX | p66-69      |                        | Scalar math - .* ./       |        |
| 1. Simple Sin Plot        |                        |                           | XXXXXX |             |                        | Transpositions            |        |
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| 3. Decay Sin Plot         |                        |                           | XXXXXX |             |                        | Chap 6 - Function, Script | XXXXXX |
| 4 Space Curve             |                        |                           |        |             |                        | Script - Interactive      |        |
| 5. On-line Help           |                        | 3.4 Saving Loading Data   | XXXXXX |             |                        | Functions Built-in        |        |
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| NOTEBOOK<br>GRADING SHEET           |                              |        |                        | ENGR 60                             |        |
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| 1. Center of Circle                 | <b>Matrix Exercises</b>      |        | p.74                   | Break Points                        |        |
| 2. Change radius of Circle          | 1. Entering Matrices         |        |                        | Error Handle - Comments             |        |
| 3. Variables in workspace           | 2.Linear Algebra Rules       | XXXXXX |                        | <b>Chap 8 - Import/Export</b>       | XXXXXX |
| 4. Contents of file "type"          | 3. Create matrices           |        |                        | ls mkdir * path                     |        |
| 5. H1 line                          | 4.Matrices -Sub-matrices     |        |                        | importing - exporting               |        |
| 6. Just for Fun script file         | 5.Manipulate a matrix        |        |                        | <b>Chap 9 - Plotting &amp; Data</b> | XXXXXX |
| Bearing.mat CANVAS                  | 6.See the structures         |        |                        | Plotting                            |        |
| Your Own Project                    | 7. Create a symmetric matrix |        | <b>Chap 10 - Tools</b> | XXXXXX                              |        |
|                                     | 8. Do some cool ops          |        |                        | Tools                               |        |
|                                     |                              |        |                        | <b>Chap 11 - Symbolic Math</b>      |        |
| TOTAL COLUMN ONE                    | TOTAL COLUMN TWO             |        |                        | TOTAL COLUMN THREE                  |        |

## SYLLABUS

This browser does not support PDFs. Please download the PDF to view it:  
[tweoss.github.io/octave/assets/Engineering\\_60\\_Notebook\\_Syllabus.pdf](https://tweoss.github.io/octave/assets/Engineering_60_Notebook_Syllabus.pdf).

## LAB 1

## General Commands

### Commands

```
x = 3
y = x + 1
clc # does nothing in script?
clear x
y
6*10/13+18/(5*7)+5*9^2
6*(35^(1/4))+14^0.35
6*(35^(1/4));
x = [-1:0.5...
:0.51]
quit
```

### Output

```
x = 3
y = 4
y = 4
ans = 410.13
ans = 17.112
x =

-1.0000 -0.5000      0  0.5000
```

## LAB 2

### Variables

#### Commands

```
r = 8;
h = 15;
V = pi * r ^ 2 * h;
V = V + 0.2 * V;
r = sqrt(V/(pi*h))
```

#### Output

```
r = 8.7636
```

### Complex Numbers

#### Commands



```

x = -5 + 9i;
y = 6 - 2i;
whos
x + y
x*y
x/y

```

## Output

Variables visible from the current scope:

variables in scope: top scope

| Attr | Name  | Size  | Bytes | Class  |
|------|-------|-------|-------|--------|
| ==== | ===== | ===== | ===== | =====  |
| c    | x     | 1x1   | 16    | double |
| c    | y     | 1x1   | 16    | double |

Total is 2 elements using 32 bytes

```

ans = 1 + 7i
ans = -12 + 64i
ans = -1.2000 + 1.1000i

```

## Arrays

### Commands

```

u = [0: 0.1 :10];
w = 5 * sin(u);
u(7)
w(7)
m = length(w)
v = cos(0): 0.02 :log10(100);
length(v)
v(25)

```

## Output

```

ans = 0.6000
ans = 2.8232
m = 101
ans = 51
ans = 1.4800

```

## Polynomial Roots

### Commands

```

a = [1,-7,40,-34];
roots(a)

```

## Output

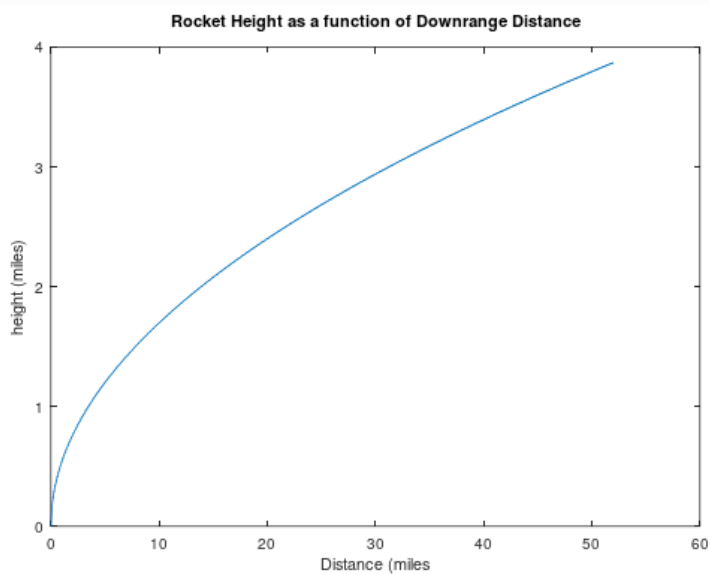
```
ans =  
  
    3.0000 + 5.0000i  
    3.0000 - 5.0000i  
    1.0000 +      0i
```

## Plotting

### Commands

```
x = [0:0.1:52];  
y = 0.4*sqrt(1.8*x);  
plot(x,y),xlabel('Distance (miles)'),ylabel('height (miles)'),...  
title('Rocket Height as a function of Downrange Distance')  
pause
```

## Output



## Examples

### Square Root

#### Commands

```
x = [1:10];  
y = sqrt(x)
```

## Output

```
y =
```

Columns 1 through 8:

1.0000 1.4142 1.7321 2.0000 2.2361 2.4495 2.6458 2.8284

Columns 9 and 10:

3.0000 3.1623

## Population Table

### Commands

```
yr = [1984 1986 1988 1990 1992 1994 1996];  
pop = [127 130 136 145 158 178 211];  
tableYP(:,1) = yr';  
tableYP(:,2) = pop';  
disp(''  
disp('    YEAR    POPULATION')  
disp('          (MILLIONS)')  
disp(''  
disp(tableYP)  
disp('')
```

### Output

| YEAR | POPULATION<br>(MILLIONS) |
|------|--------------------------|
| 1984 | 127                      |
| 1986 | 130                      |
| 1988 | 136                      |
| 1990 | 145                      |
| 1992 | 158                      |
| 1994 | 178                      |
| 1996 | 211                      |

## Average per Game

### Commands

```
number1 = input('Enter the points scored in the first game: ');  
if number1 < 0  
    disp('Warning! Input Invalid. Using absolute value.')  
    number1 *= -1;  
end  
number2 = input('Enter the points scored in the second game: ');  
if number2 < 0  
    disp('Warning! Input Invalid. Using absolute value.')  
    number2 *= -1;  
end  
number3 = input('Enter the points scored in the third game: ');  
if number3 < 0  
    disp('Warning! Input Invalid. Using absolute value.')
```

```
number3 *= -1;
end

disp('The average of points scored is ')
disp((number1 + number2 + number3)/3)
```

## Output

```
Enter the points scored in the first game: -1
Warning! Input Invalid. Using absolute value.
Enter the points scored in the second game: 2
Enter the points scored in the third game: 0
The average of points scored is
1
```

## Projectile Motion

### Commands

```
speed = input('Speed: ');
gravity = -9.81;
startHeight = input('Starting Height: ');
angle = input('Starting Angle in Radians: ');
disp('');
angle
horizontalVelocity = speed * cos(angle)
verticalVelocity = speed * sin(angle)
timeInFlight = verticalVelocity/(abs(gravity/2))
horizontalVelocity = timeInFlight * horizontalVelocity
disp('');
```

## Output

```
Speed: 50
Starting Height: 0
Starting Angle in Radians: pi/4

angle = 0.7854
horizontalVelocity = 35.355
verticalVelocity = 35.355
timeInFlight = 7.2080
horizontalVelocity = 254.84
```

---

# LAB 3

## Question 1

Enter your House Information here.

**Enter your House Information here.**

|          |                 |      |        |
|----------|-----------------|------|--------|
| Style    | Condo           | BD   | 2      |
| County   | Santa Clara, CA | TB   | 2      |
| Sq. Feet | 950             | Acrq | 0.0219 |

**Question 2****15-Year Mortgage Loan Details**

|                       |            |
|-----------------------|------------|
| Select a Bank Option: | Bank 1     |
| Closing Costs Fees:   | \$1,400.00 |
| Closing Costs Points: | 1.0        |
| Loan Interest Rate:   | 3.890%     |

**30-Year Mortgage Loan Details**

|                       |            |
|-----------------------|------------|
| Select a Bank Option: | Bank 1     |
| Closing Costs Fees:   | \$1,700.00 |
| Closing Costs Points: | 1.3        |
| Loan Interest Rate:   | 4.59%      |

**Question 3**

|                            |                     |
|----------------------------|---------------------|
| <b>House Listing Price</b> | <b>\$849,000.00</b> |
| Down Payment               | \$170,000.00        |
| Closing Costs              | \$8,190.00          |
| Total Loan Amount          | \$687,190.00        |
| APR                        | 3.89%               |
| Loan Term (months)         | 180                 |
| Monthly Payment            | \$5,045.26          |
| Total Payments             | \$908,147.57        |
| Total Interest             | \$220,957.57        |

**Question 4**

|                            |                     |
|----------------------------|---------------------|
| <b>House Listing Price</b> | <b>\$849,000.00</b> |
| Down Payment               | \$170,000.00        |
| Closing Costs              | \$10,187.50         |
| Total Loan Amount          | \$689,187.50        |

|                            |                     |
|----------------------------|---------------------|
| <b>House Listing Price</b> | <b>\$849,000.00</b> |
| APR                        | 4.59%               |
| Loan Term (months)         | 360                 |
| Monthly Payment            | \$3,528.96          |
| Total Payments             | \$1,270,426.79      |
| Total Interest             | \$581,239.29        |

### Question 5

| 15-year vs. 30-year Mortgage Comparison    |                  |
|--|------------------|
| Which loan has the higher monthly payment? | 15-year Mortgage |
| How much higher per month is the payment?  | \$1,516.30       |
| Which loan has more total interest paid?   | 30-year Mortgage |
| How much more total interest is paid?      | \$360,281.71     |

| Equity Comparison  |              |
|--|--------------|
| Suppose you sell your home at year 10 for \$1018800. After you repay the remaining balance of your home, any money you have left over is called equity. The following questions help you compare the equity in your home after 10 years. |              |
| 15-year loan ending balance at year 10?  | \$274,692.95 |
| 30-year loan ending balance at year 10?  | \$553,547.39 |
| 15-year loan equity at year 10?  | \$744,107.05 |
| 30-year loan equity at year 10?  | \$465,252.61 |

### Question 6

While the 15-year mortgage seems objectively better as I would have to pay less in the long term, if I were to purchase the house right now, I would be unable to pay the higher monthly payments. Instead of purchasing a house immediately, I could try to save money now and later take out a 15-year loan.

# LAB 4

### Exercises Pg 21

#### Commands

```
2^5/(2^5-1)
(1-1/2^5)^1
3*(sqrt(5)-1)/(sqrt(5)+1)^2-1
```

```

r = pi^(1/3)-1
pi*r^2

disp('')

exp(3)
log(exp(3))
log10(exp(3))
log10(10^5)
exp(pi*sqrt(163))
fsolve(@(x) [3^x-17],0)
log(17)/log(3)

disp('')

sin(pi/6)
cos(pi)
tan(pi/2)
sin(pi/6)^2 + cos(pi/6)^2
x = 32*pi;
y = cosh(x)^2-sinh(x)^2

disp('')

(1+3i)/(1-3i)
e^(i*pi/4)
cos(pi/4)+i*sin(pi/4)
exp(pi/2*i)
exp(pi/2i)
disp('pi/2i => pi/(2*i) != pi/2*i')

```

$$\frac{1+3i}{1-3i} = \frac{(1+3i)(1+3i)}{(1-3i)(1+3i)} = \frac{1+6i-9}{1-(-9)} = \frac{-8+6i}{10} = -0.8 + .6i$$

## Output

```

ans = 1.0323
ans = 0.9688
ans = -0.6459
r = 0.4646
ans = 0.6781

ans = 20.086
ans = 3
ans = 1.3029
ans = 5
ans = 2.6254e+17
ans = 2.5789
ans = 2.5789

ans = 0.5000
ans = -1
ans = 1.6331e+16
ans = 1
y = 0

ans = -0.8000 + 0.6000i
ans = 0.7071 + 0.7071i

```

```
ans = 0.7071 + 0.7071i
ans = 6.1232e-17 + 1.0000e+00i
ans = 6.1232e-17 - 1.0000e+00i
pi/2i => pi/(2*i) != pi/2*i
```

## Exercises Pg 25

### Commands

```
y = @(x) [0.5*x-2];
y(0), y(1.5), y(3), y(4), y(5), y(7), y(9), y(10)

disp('');

t = [1:10];
x = t.*sin(t)
y = (t-1)./(t+1)
z = sin(t.^2)./t.^2

disp('')

theta = [0; pi/4; pi/2; 3*pi/4; pi; 5*pi/4];
r = 2;
x = r*cos(theta)
y = r*sin(theta)
sqrt(x.^2 + y.^2)

disp('')

n = [0:10];
r = 0.5;
sum(r.^n)
1/(1-0.5)
n = [0:50];
sum(r.^n)
n = [0:100];
sum(r.^n)

disp('')

# no page 45 provided
v = 0:0.2:12;
M = [sin(v); cos(v)];
size(v), size(M)
M(1, 1:10)
M(2, 1:10)
```

### Output

```
ans = -2
ans = -1.2500
ans = -0.5000
ans = 0
ans = 0.5000
ans = 1.5000
ans = 2.5000
```



ans = 3

x =

Columns 1 through 8:

0.8415 1.8186 0.4234 -3.0272 -4.7946 -1.6765 4.5989 7.9149

Columns 9 and 10:

3.7091 -5.4402

y =

Columns 1 through 8:

0 0.3333 0.5000 0.6000 0.6667 0.7143 0.7500 0.7778

Columns 9 and 10:

0.8000 0.8182

z =

Columns 1 through 6:

8.4147e-01 -1.8920e-01 4.5791e-02 -1.7994e-02 -5.2941e-03 -2.7549e-02

Columns 7 through 10:

-1.9464e-02 1.4375e-02 -7.7764e-03 -5.0637e-03

x =

2.0000e+00  
1.4142e+00  
1.2246e-16  
-1.4142e+00  
-2.0000e+00  
-1.4142e+00

y =

0  
1.4142  
2.0000  
1.4142  
0.0000  
-1.4142

ans =

2  
2  
2  
2  
2  
2

```

ans = 1.9990
ans = 2
ans = 2.0000
ans = 2

ans =

    1    61

ans =

    2    61

ans =

Columns 1 through 8:

    0    0.1987    0.3894    0.5646    0.7174    0.8415    0.9320    0.9854

Columns 9 and 10:

    0.9996    0.9738

ans =

Columns 1 through 7:

    1.000000    0.980067    0.921061    0.825336    0.696707    0.540302    0.362358

Columns 8 through 10:

    0.169967   -0.029200   -0.227202

```

## LAB 5

### Pg 28 Plot Example

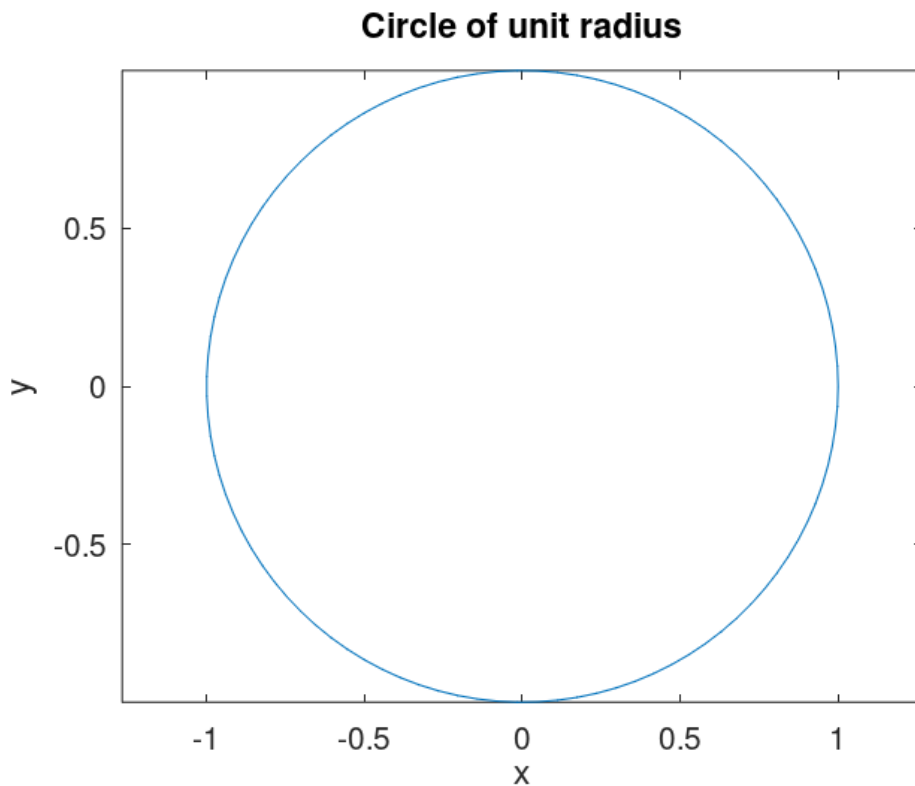
#### Commands

```

theta = linspace(0,2*pi,100);
x = cos(theta);
y = sin(theta);
plot(x,y)
axis('equal');
xlabel('x')
ylabel('y')
title('Circle of unit radius')
print # Did not make any action
pause; # So the program does not exit immediately.

```

#### Output



## Pg 32 Explanation

### Commands

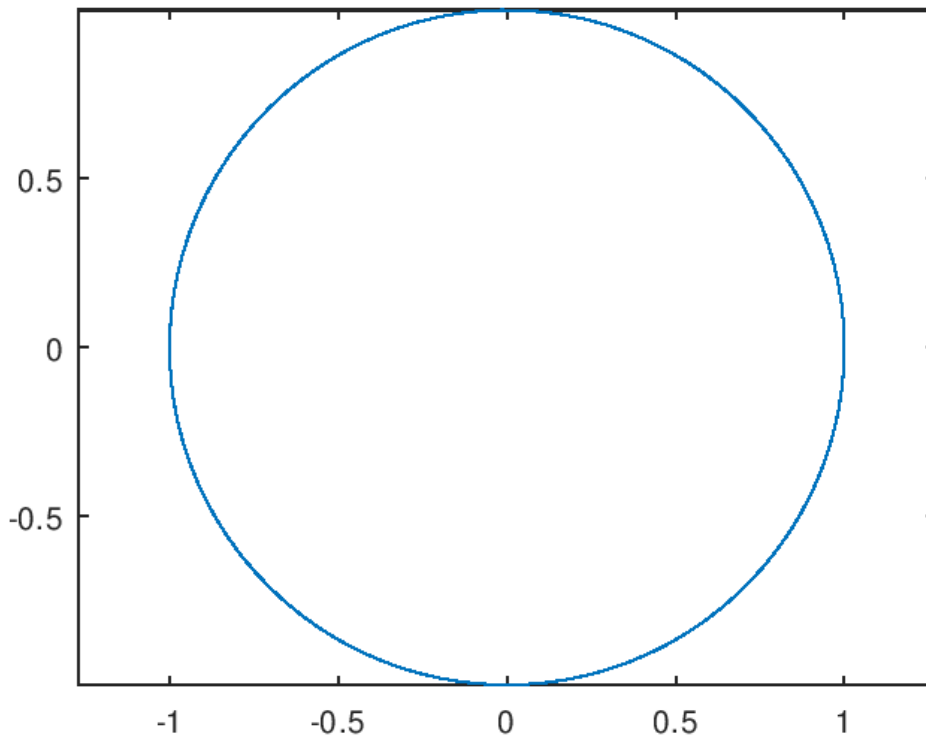
```
% CIRCLE - A script file to draw a unit circle
% File written by Rudra Pratap. Last modified 6/28/98
% -----
theta = linspace(0,2*pi,100); % create vector theta
x = cos(theta);               % generate x-coordinates
y = sin(theta);               % generate y-coordinates
plot(x,y);
axis('equal');
title('Circle of unit radius')
```

### Output

```
octave:1> help circle
'circle' is a script from the file /Users/francischua/gitprojects/octave/circle.m

CIRCLE - A script file to draw a unit circle
File written by Rudra Pratap. Last modified 6/28/98
-----
```

Circle of unit radius



## Pg 29 Exercise 2.3 Lesson 3

### Commands

```
x = linspace(0,2*pi,100);
y = sin(x);
plot(x,y); axis('equal');
title('Plot created by Francis'); xlabel('x'); ylabel('y');
pause
plot(x,y,'o'); axis('equal');
pause
plot(x,y,x,y,'o'); axis('equal');
pause;
```

```
theta = linspace(0,4*pi,100);
y = exp(-0.4*theta).*sin(theta);
axis([-1, 4*pi, -0.5, 10]);
plot(theta,y);
pause;
```

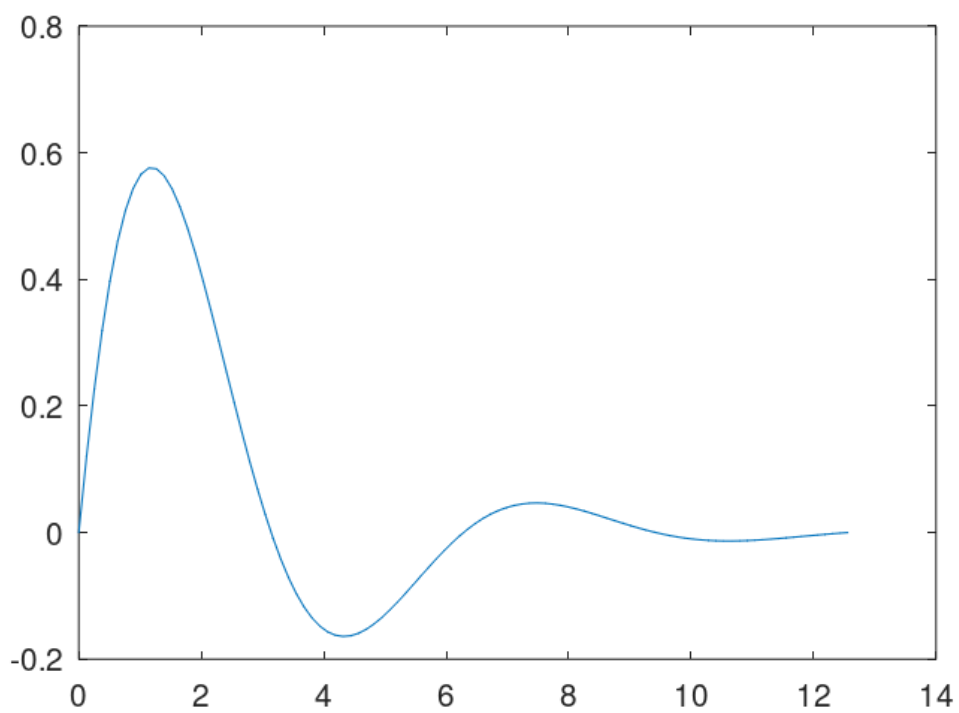
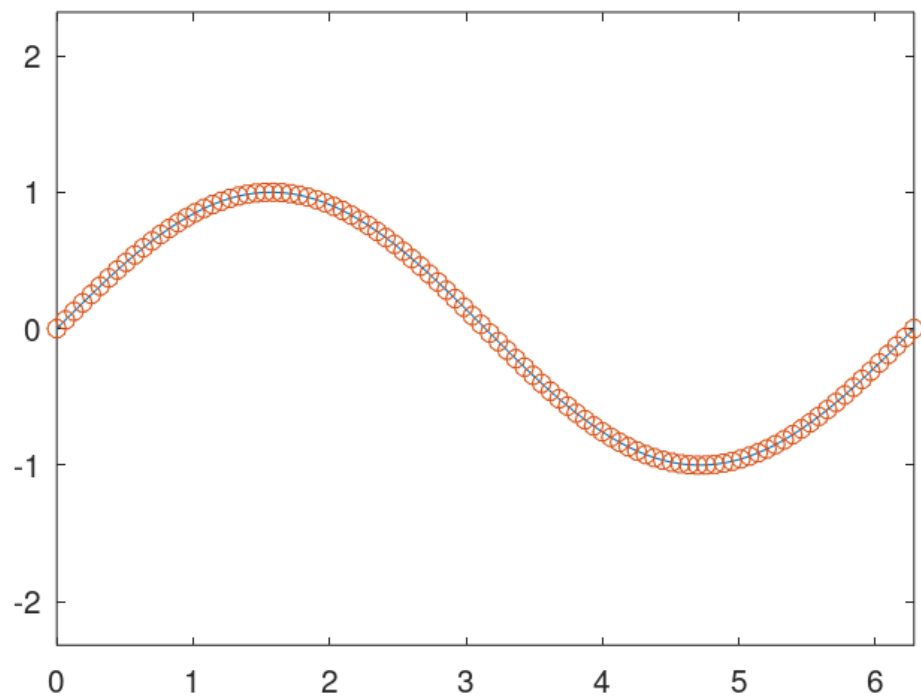
```
t = linspace(0,20,100);
x = sin(t); y = cos(t); z = t;
plot3(x,y,z);
pause;
```

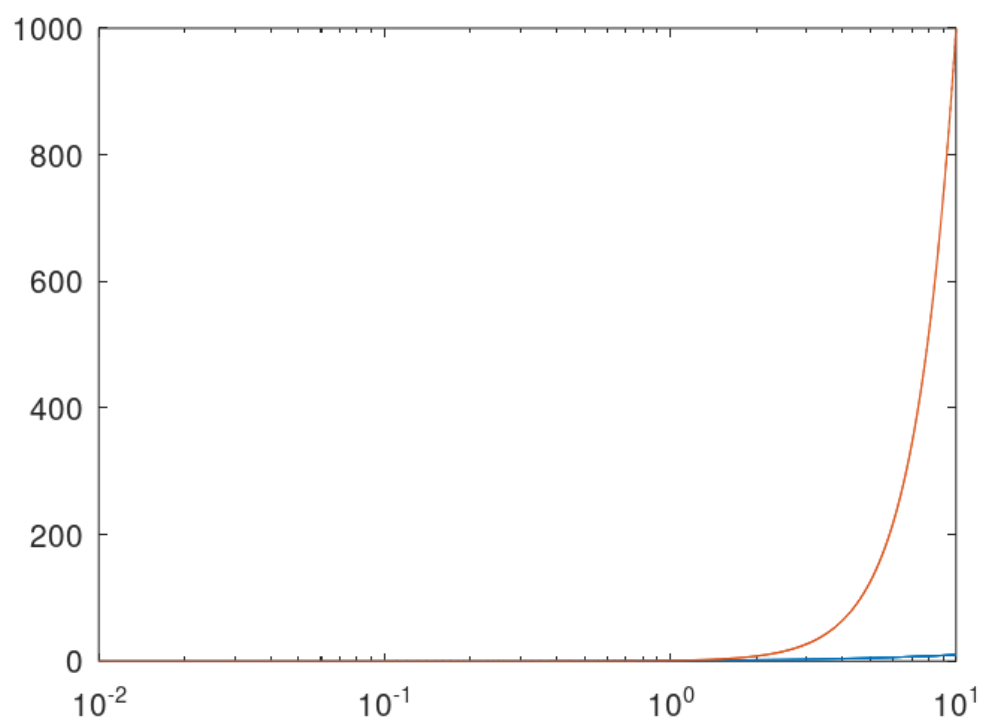
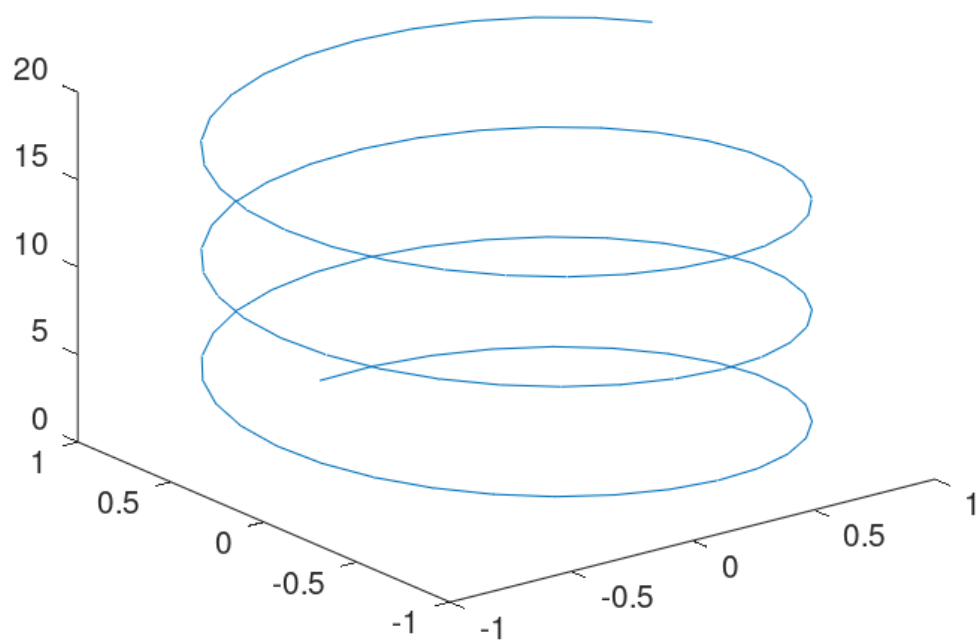
help plot

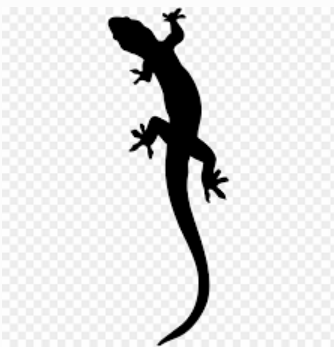
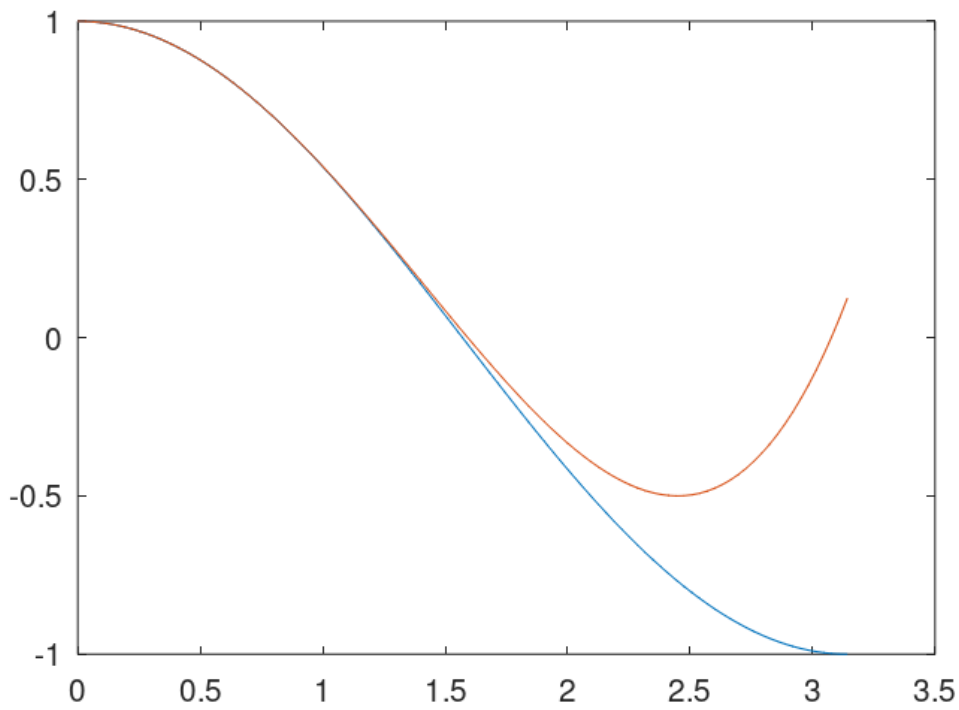
```
x = linspace(0,10,1000);
y = x.^3;
semilogx(x,x,x,y);
pause;
```

```
x = linspace(0,pi,100);  
plot(x,cos(x),x,1-x.^2/2+x.^4/24)  
pause
```

Output







## Pg 33 Exercises 2.4 Lesson 4

Commands

```
circle  
who  
whos  
[theta' x' y']  
type circle.m
```

```
lookfor unit
```

```
strfttime ("%r %A %e %B %Y", localtime (time ()))  
disp('____ is the cursed teacher.')
```

## Output

Enter the radius of the circle: 9

Variables visible from the current scope:

```
ans      r      theta  x      y
```

Variables visible from the current scope:

variables in scope: top scope

| Attr | Name  | Size  | Bytes | Class  |
|------|-------|-------|-------|--------|
| ==== | ====  | ====  | ====  | =====  |
|      | ans   | 1x1   | 8     | double |
|      | r     | 1x1   | 8     | double |
|      | theta | 1x100 | 800   | double |
|      | x     | 1x100 | 800   | double |
|      | y     | 1x100 | 800   | double |

Total is 302 elements using 2416 bytes

ans =

|        |         |        |
|--------|---------|--------|
| 0      | 9.0000  | 0      |
| 0.0635 | 8.9819  | 0.5708 |
| 0.1269 | 8.9276  | 1.1393 |
| 0.1904 | 8.8374  | 1.7033 |
| 0.2539 | 8.7115  | 2.2603 |
| 0.3173 | 8.5506  | 2.8083 |
| 0.3808 | 8.3553  | 3.3450 |
| 0.4443 | 8.1263  | 3.8682 |
| 0.5077 | 7.8646  | 4.3758 |
| 0.5712 | 7.5713  | 4.8658 |
| 0.6347 | 7.2474  | 5.3362 |
| 0.6981 | 6.8944  | 5.7851 |
| 0.7616 | 6.5136  | 6.2107 |
| 0.8251 | 6.1066  | 6.6113 |
| 0.8885 | 5.6750  | 6.9853 |
| 0.9520 | 5.2205  | 7.3312 |
| 1.0155 | 4.7450  | 7.6475 |
| 1.0789 | 4.2504  | 7.9331 |
| 1.1424 | 3.7387  | 8.1867 |
| 1.2059 | 3.2120  | 8.4073 |
| 1.2693 | 2.6723  | 8.5941 |
| 1.3328 | 2.1218  | 8.7463 |
| 1.3963 | 1.5628  | 8.8633 |
| 1.4597 | 0.9975  | 8.9445 |
| 1.5232 | 0.4282  | 8.9898 |
| 1.5867 | -0.1428 | 8.9989 |
| 1.6501 | -0.7132 | 8.9717 |
| 1.7136 | -1.2808 | 8.9084 |
| 1.7771 | -1.8433 | 8.8092 |



|        |         |         |
|--------|---------|---------|
| 1.8405 | -2.3983 | 8.6746  |
| 1.9040 | -2.9436 | 8.5050  |
| 1.9675 | -3.4771 | 8.3012  |
| 2.0309 | -3.9966 | 8.0639  |
| 2.0944 | -4.5000 | 7.7942  |
| 2.1579 | -4.9853 | 7.4931  |
| 2.2213 | -5.4505 | 7.1619  |
| 2.2848 | -5.8937 | 6.8017  |
| 2.3483 | -6.3133 | 6.4142  |
| 2.4117 | -6.7074 | 6.0009  |
| 2.4752 | -7.0745 | 5.5634  |
| 2.5387 | -7.4131 | 5.1035  |
| 2.6021 | -7.7219 | 4.6231  |
| 2.6656 | -7.9995 | 4.1240  |
| 2.7291 | -8.2450 | 3.6084  |
| 2.7925 | -8.4572 | 3.0782  |
| 2.8560 | -8.6354 | 2.5356  |
| 2.9195 | -8.7789 | 1.9828  |
| 2.9829 | -8.8869 | 1.4220  |
| 3.0464 | -8.9592 | 0.8555  |
| 3.1099 | -8.9955 | 0.2856  |
| 3.1733 | -8.9955 | -0.2856 |
| 3.2368 | -8.9592 | -0.8555 |
| 3.3003 | -8.8869 | -1.4220 |
| 3.3637 | -8.7789 | -1.9828 |
| 3.4272 | -8.6354 | -2.5356 |
| 3.4907 | -8.4572 | -3.0782 |
| 3.5541 | -8.2450 | -3.6084 |
| 3.6176 | -7.9995 | -4.1240 |
| 3.6811 | -7.7219 | -4.6231 |
| 3.7445 | -7.4131 | -5.1035 |
| 3.8080 | -7.0745 | -5.5634 |
| 3.8715 | -6.7074 | -6.0009 |
| 3.9349 | -6.3133 | -6.4142 |
| 3.9984 | -5.8937 | -6.8017 |
| 4.0619 | -5.4505 | -7.1619 |
| 4.1253 | -4.9853 | -7.4931 |
| 4.1888 | -4.5000 | -7.7942 |
| 4.2523 | -3.9966 | -8.0639 |
| 4.3157 | -3.4771 | -8.3012 |
| 4.3792 | -2.9436 | -8.5050 |
| 4.4427 | -2.3983 | -8.6746 |
| 4.5061 | -1.8433 | -8.8092 |
| 4.5696 | -1.2808 | -8.9084 |
| 4.6331 | -0.7132 | -8.9717 |
| 4.6965 | -0.1428 | -8.9989 |
| 4.7600 | 0.4282  | -8.9898 |
| 4.8235 | 0.9975  | -8.9445 |
| 4.8869 | 1.5628  | -8.8633 |
| 4.9504 | 2.1218  | -8.7463 |
| 5.0139 | 2.6723  | -8.5941 |
| 5.0773 | 3.2120  | -8.4073 |
| 5.1408 | 3.7387  | -8.1867 |
| 5.2043 | 4.2504  | -7.9331 |
| 5.2677 | 4.7450  | -7.6475 |
| 5.3312 | 5.2205  | -7.3312 |
| 5.3947 | 5.6750  | -6.9853 |
| 5.4581 | 6.1066  | -6.6113 |
| 5.5216 | 6.5136  | -6.2107 |

|        |        |         |
|--------|--------|---------|
| 5.5851 | 6.8944 | -5.7851 |
| 5.6485 | 7.2474 | -5.3362 |
| 5.7120 | 7.5713 | -4.8658 |
| 5.7755 | 7.8646 | -4.3758 |
| 5.8389 | 8.1263 | -3.8682 |
| 5.9024 | 8.3553 | -3.3450 |
| 5.9659 | 8.5506 | -2.8083 |
| 6.0293 | 8.7115 | -2.2603 |
| 6.0928 | 8.8374 | -1.7033 |
| 6.1563 | 8.9276 | -1.1393 |
| 6.2197 | 8.9819 | -0.5708 |
| 6.2832 | 9.0000 | -0.0000 |

circle.m is the user-defined function defined from: /Users/francischua/gitprojects/octave/circle.m

```
% CIRCLE - A script file to draw a unit circle
% File written by Rudra Pratap. Last modified 6/28/98
% -----
r = input('Enter the radius of the circle: ');
theta = linspace(0,2*pi,100); % create vector theta
x = r * cos(theta);           % generate x-coordinates
y = r * sin(theta);           % generate y-coordinates
plot(x,y);
hold on;
plot(0,0,'x');
axis('equal');
title('Circle of unit radius')
pause
I          Return a scalar, matrix, or N-dimensional array whose elements are all equal to the pure imaginary unit, defined as
sqrt(-1)'.
luupdate   Given an LU factorization of a real or complex matrix A = L
           *U, L lower unit trapezoidal and U upper trapezoidal, return the LU factorization of A + X*Y.
info       Display contact information for the GNU Octave community.
cylinder   Plot a 3-D unit cylinder.
sphere     Plot a 3-D unit sphere.
addtodate  Add Q amount of time (with units F) to the serial datenum, D.
circle     CIRCLE - A script file to draw a unit circle File written by Rudra Pratap.
ans = 05:39:07 PM Thursday 11 March 2021
_____ is the cursed teacher.
```

## Bearing

### Commands

```
load('assets/bearingdata.mat')
min(data)
bounds(data) # only does lowest
max(data)
mean(data)
median(data)
mode(data)
std(data)
var(data)
```

```
corrcoef(data)
cov(data)
```

## Output

```
ans = 2.3601
ans = 2.3601
ans = 2.3650
ans = 2.3623
ans = 2.3623
ans = 2.3601
ans = 1.4878e-03
ans = 2.2135e-06
ans = 1
ans = 2.2135e-06
```

## Page 37

## Commands

```
help disp
function temp = convert(Ti, Tf)
    C = [Ti: Tf]';
    F = 9/5*C + 32;
    temp = [C F];
end
convert(-1, 10)

function output = fact(n)
    output = 1;
    while n > 1
        output *= n;
        n--;
    endwhile
end

fact(4)
fact(9)

function out = crossprod (u, v)
    out = [u(2)*v(3) - u(3)*v(2), u(3)*v(1) - u(1)*v(3), u(1)*v(2) - u(2)*v(1)];
end

crossprod([1,0,0], [0,1,0])
crossprod([0,1,0], [0,0,1])

function out = summer(r, n)
    out = (r^(n+1)-1)/(r-1);
end

summer(0.5, 5)
summer(1/3, 2)

function out = interest(X, n, r, k)
```

```

    out = X * ((1+r/k)^(k*n)-1);
end

format bank
interest(1000,5,.06, 4)
interest(1000,5,.06, 365)

```

## Output

`disp` is a built-in function from the file `libinterp/corefcn/pr-output.cc`

```

-- disp (X)
-- STR = disp (X)
   Display the value of X.

```

For example:

```

disp ("The value of pi is:"), disp (pi)

-| the value of pi is:
-| 3.1416

```

Note that the output from `'disp'` always ends with a newline.

If an output value is requested, `'disp'` prints nothing and returns the formatted output in a string.

See also: `fdisp`.

Additional help for built-in functions and operators is available in the online version of the manual. Use the command `'doc <topic>'` to search the manual index.

Help and information about Octave is also available on the WWW at <https://www.octave.org> and via the [help@octave.org](mailto:help@octave.org) mailing list.

F =

```

30.20
32.00
33.80
35.60
37.40
39.20
41.00
42.80
44.60
46.40
48.20
50.00

```

ans =

```

-1.00  30.20
  0    32.00
 1.00  33.80
 2.00  35.60
 3.00  37.40

```

```

4.00    39.20
5.00    41.00
6.00    42.80
7.00    44.60
8.00    46.40
9.00    48.20
10.00   50.00

```

```
ans = 24.00
```

```
ans = 362880.00
```

```
ans =
```

```

0      0    1.00

```

```
ans =
```

```

1.00      0      0

```

```
ans = 1.97
```

```
ans = 1.44
```

```
ans = 346.86
```

```
ans = 349.83
```

## LAB 6

### Textbook Problems

#### Commands

```

disp('pg 45')
A = [1 2 3; 4 5 6; 7 8 8]
A(2,3)
A(3,3) = 9
B = A(2:3, 1:3)
B = A(2:3, :)
B(:,2)=[]

disp('pg 51')
eye(3)
B = [ones(3) zeros(3,2); zeros(2,3) 4*eye(2)]
diag(B) '
diag(B,1) '
d = [2 4 6 8];
d1 = [-3 -3 -3];
d2 = [-1 -1];
D = diag(d) + diag(d1,1) + diag(d2, -2)

disp('pg 55')
A = [1 2 3; 4 5 6; 7 8 9];
x = A(1,:) '
x'*x
x*x'
A*x
A^2

```

```

A.^2

disp('pg 60')
A = [1 2; 3 4];
asqrt = sqrt(A)
Asqrt = sqrtm(A)
exp_aij = exp(A)
exp_A = expm(A)

disp('pg 68')
A = [5 -3 2; -3 8 4; 4 2 -9];
eig(A)
[eigvec, eigval] = eig(A)

disp('pg 72')
x = 0: .1: 20;
y = exp(0.1*x).*sin(x);
plot(x,y)
xlabel('Time (t) in Seconds')
ylabel('The Response Amplitude in mm')
title('A simple 2-D Plot')
print 'assets/resp_amp.eps' -deps

A = [2 6; 3 9]
B = [1 2; 3 4]
C = [-5 5; 5 3]
(A+B)-(B+A)
((A+B)+C)-(A+(B+C))
(5*(A+B))-(5*A+5*B)
A*(B+C) - (A*B + A*C)
A*B-A*C
A*B-B*A

zeros(2,3)
5*eye(3)
3*ones(2)

G = [A zeros(2,4); zeros(2) B zeros(2); zeros(2,4) C]
G(:,6) = []
G(6,:) = []
G(1:4,1:4)
G(5,5) = 4
G(13) # 1 is the 13 element as a flat vector
G(12,1) = 1 # increases size

A = ones(20);
A(6:15,6:15) = zeros(10);
spy(A) # bunch of stars with empty square in middle
A(16:20,1:5) = zeros(5);
A(1:5,16:20) = zeros(5);
spy(A)

A = diag(1:6) + diag(7:11,1) + diag(12:15,2)
A = A + triu(A,1) '

A = rand(10);
A = fix(A*100)
idx = A < 10;
A(idx) = 0;

```

```

idx = A > 90;
A(idx) = inf
idx = (A <= 50 & A >= 30);
b = A(idx)'
```

## Output

pg 45

A =

```

1  2  3
4  5  6
7  8  8
```

ans = 6

A =

```

1  2  3
4  5  6
7  8  9
```

B =

```

4  5  6
7  8  9
```

B =

```

4  5  6
7  8  9
```

B =

```

4  6
7  9
```

pg 51

ans =

Diagonal Matrix

```

1  0  0
0  1  0
0  0  1
```

B =

```

1  1  1  0  0
1  1  1  0  0
1  1  1  0  0
0  0  0  4  0
0  0  0  0  4
```

ans =

```

1  1  1  4  4
```

ans =

1 1 0 0

D =

2 -3 0 0  
0 4 -3 0  
-1 0 6 -3  
0 -1 0 8

pg 55

x =

1  
2  
3

ans = 14

ans =

1 2 3  
2 4 6  
3 6 9

ans =

14  
32  
50

ans =

30 36 42  
66 81 96  
102 126 150

ans =

1 4 9  
16 25 36  
49 64 81

pg 60

asqrt =

1.0000 1.4142  
1.7321 2.0000

Asqrt =

0.5537 + 0.4644i 0.8070 - 0.2124i  
1.2104 - 0.3186i 1.7641 + 0.1458i

exp\_aij =

2.7183 7.3891  
20.0855 54.5982



exp\_A =

|         |         |
|---------|---------|
| 51.969  | 74.737  |
| 112.105 | 164.074 |

pg 68

ans =

|          |
|----------|
| -10.2206 |
| 4.4246   |
| 9.7960   |

eigvec =

|           |          |           |
|-----------|----------|-----------|
| 0.172542  | 0.870606 | -0.537542 |
| 0.238228  | 0.377390 | 0.842875  |
| -0.955760 | 0.315629 | -0.024708 |

eigval =

Diagonal Matrix

|          |        |        |
|----------|--------|--------|
| -10.2206 | 0      | 0      |
| 0        | 4.4246 | 0      |
| 0        | 0      | 9.7960 |

pg 72

A =

|   |   |
|---|---|
| 2 | 6 |
| 3 | 9 |

B =

|   |   |
|---|---|
| 1 | 2 |
| 3 | 4 |

C =

|    |   |
|----|---|
| -5 | 5 |
| 5  | 3 |

ans =

|   |   |
|---|---|
| 0 | 0 |
| 0 | 0 |

ans =

|   |   |
|---|---|
| 0 | 0 |
| 0 | 0 |

ans =

|   |   |
|---|---|
| 0 | 0 |
| 0 | 0 |

ans =

$$\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

ans =

$$\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$$

ans =

$$\begin{bmatrix} 12 & 4 \\ 12 & -12 \end{bmatrix}$$

ans =

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

ans =

Diagonal Matrix

$$\begin{bmatrix} 5 & 0 & 0 \\ 0 & 5 & 0 \\ 0 & 0 & 5 \end{bmatrix}$$

ans =

$$\begin{bmatrix} 3 & 3 \\ 3 & 3 \end{bmatrix}$$

G =

$$\begin{bmatrix} 2 & 6 & 0 & 0 & 0 & 0 \\ 3 & 9 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 2 & 0 & 0 \\ 0 & 0 & 3 & 4 & 0 & 0 \\ 0 & 0 & 0 & 0 & -5 & 5 \\ 0 & 0 & 0 & 0 & 5 & 3 \end{bmatrix}$$

G =

$$\begin{bmatrix} 2 & 6 & 0 & 0 & 0 \\ 3 & 9 & 0 & 0 & 0 \\ 0 & 0 & 1 & 2 & 0 \\ 0 & 0 & 3 & 4 & 0 \\ 0 & 0 & 0 & 0 & -5 \\ 0 & 0 & 0 & 0 & 5 \end{bmatrix}$$

G =

$$\begin{bmatrix} 2 & 6 & 0 & 0 & 0 \\ 3 & 9 & 0 & 0 & 0 \\ 0 & 0 & 1 & 2 & 0 \\ 0 & 0 & 3 & 4 & 0 \\ 0 & 0 & 0 & 0 & -5 \end{bmatrix}$$

ans =

|   |   |   |   |
|---|---|---|---|
| 2 | 6 | 0 | 0 |
| 3 | 9 | 0 | 0 |
| 0 | 0 | 1 | 2 |
| 0 | 0 | 3 | 4 |

G =

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 6 | 0 | 0 | 0 |
| 3 | 9 | 0 | 0 | 0 |
| 0 | 0 | 1 | 2 | 0 |
| 0 | 0 | 3 | 4 | 0 |
| 0 | 0 | 0 | 0 | 4 |

ans = 1

G =

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 6 | 0 | 0 | 0 |
| 3 | 9 | 0 | 0 | 0 |
| 0 | 0 | 1 | 2 | 0 |
| 0 | 0 | 3 | 4 | 0 |
| 0 | 0 | 0 | 0 | 4 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 |

A =

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| 1 | 7 | 12 | 0  | 0  | 0  |
| 0 | 2 | 8  | 13 | 0  | 0  |
| 0 | 0 | 3  | 9  | 14 | 0  |
| 0 | 0 | 0  | 4  | 10 | 15 |
| 0 | 0 | 0  | 0  | 5  | 11 |
| 0 | 0 | 0  | 0  | 0  | 6  |

A =

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| 1  | 7  | 12 | 0  | 0  | 0  |
| 7  | 2  | 8  | 13 | 0  | 0  |
| 12 | 8  | 3  | 9  | 14 | 0  |
| 0  | 13 | 9  | 4  | 10 | 15 |
| 0  | 0  | 14 | 10 | 5  | 11 |
| 0  | 0  | 0  | 15 | 11 | 6  |

A =

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 3  | 1  | 43 | 54 | 38 | 70 | 38 | 56 | 20 | 10 |
| 43 | 9  | 98 | 53 | 42 | 10 | 92 | 67 | 39 | 14 |
| 88 | 75 | 22 | 7  | 31 | 41 | 91 | 21 | 83 | 65 |
| 18 | 56 | 8  | 86 | 54 | 4  | 97 | 7  | 27 | 15 |
| 20 | 23 | 6  | 43 | 81 | 55 | 97 | 65 | 83 | 18 |
| 98 | 93 | 76 | 94 | 44 | 99 | 4  | 26 | 65 | 9  |
| 11 | 78 | 43 | 91 | 23 | 92 | 73 | 49 | 27 | 35 |
| 24 | 78 | 26 | 5  | 83 | 85 | 9  | 16 | 86 | 52 |
| 75 | 13 | 56 | 57 | 84 | 9  | 79 | 48 | 34 | 91 |
| 12 | 38 | 62 | 50 | 11 | 22 | 62 | 39 | 42 | 2  |

A =

|     |     |     |     |    |     |     |    |    |     |
|-----|-----|-----|-----|----|-----|-----|----|----|-----|
| 0   | 0   | 43  | 54  | 38 | 70  | 38  | 56 | 20 | 10  |
| 43  | 0   | Inf | 53  | 42 | 10  | Inf | 67 | 39 | 14  |
| 88  | 75  | 22  | 0   | 31 | 41  | Inf | 21 | 83 | 65  |
| 18  | 56  | 0   | 86  | 54 | 0   | Inf | 0  | 27 | 15  |
| 20  | 23  | 0   | 43  | 81 | 55  | Inf | 65 | 83 | 18  |
| Inf | Inf | 76  | Inf | 44 | Inf | 0   | 26 | 65 | 0   |
| 11  | 78  | 43  | Inf | 23 | Inf | 73  | 49 | 27 | 35  |
| 24  | 78  | 26  | 0   | 83 | 85  | 0   | 16 | 86 | 52  |
| 75  | 13  | 56  | 57  | 84 | 0   | 79  | 48 | 34 | Inf |
| 12  | 38  | 62  | 50  | 11 | 22  | 62  | 39 | 42 | 0   |

b =

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 43 | 38 | 43 | 43 | 43 | 50 | 38 | 42 | 31 | 44 | 41 | 38 | 49 | 48 | 39 | 39 | 34 | 42 | 35 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|

## LAB 7

### Script File

#### Commands

```
%----- This is the script file 'solvex.m' -----  
% It solves equation (4.1) for x and also calculates det(A).  
  
A = [2 2*r r; 3 6 2*r-1; 2 r-1 3*r];  
b = [2; 3; 5];  
det_A = det(A);  
x = A\b;  
  
%----- CLI Commands -----  
r = 1;  
solvex
```

#### Output

```
det_A = 10.000  
x =  
  
-0.2000  
0.3000  
1.8000
```

### Function File

#### Commands

```
%----- This is the script file 'solvex.m' -----
function [det_A, x] = solvexf(determinant_func, r);
% SOLVEXF solves a 3x3 watrix equation with parameter function
% To call this function, type:
% [det_A,x] = solvexf(determinant_func, r);
% r is the input and det_A and x are output
% -----
A = [2 2*r r; 3 6 2*r-1; 2 r-1 3*r];
b = [2; 3; 5];
det_A = feval(determinant_func,A)
x = A\b

%----- CLI Commands -----
[detA, x] = solvexf(@det, 1)
```

### Output

```
det_A = 10.000
x =

-0.2000
 0.3000
 1.8000
```

### Profiling

#### Commands

```
profile on
[detA, x] = solvexf(@det, 1)
profile off
profshow % shows the contents of the current profiling session
```

### Output

```
detA = 10.000
x =

-0.2000
 0.3000
 1.8000
```

| #  | Function Attr | Time (s) | Time (%) | Calls |
|----|---------------|----------|----------|-------|
| 9  | profile       | 0.000    | 23.76    | 1     |
| 1  | solvexf       | 0.000    | 21.38    | 1     |
| 7  | display       | 0.000    | 16.70    | 2     |
| 8  | disp          | 0.000    | 12.19    | 2     |
| 5  | det           | 0.000    | 11.84    | 1     |
| 4  | feval         | 0.000    | 6.01     | 1     |
| 6  | binary \      | 0.000    | 4.06     | 1     |
| 12 | false         | 0.000    | 1.50     | 1     |
| 2  | binary *      | 0.000    | 0.80     | 3     |
| 10 | nargin        | 0.000    | 0.71     | 1     |

|    |                     |       |      |   |
|----|---------------------|-------|------|---|
| 11 | binary !=           | 0.000 | 0.71 | 1 |
| 3  | binary -            | 0.000 | 0.35 | 2 |
| 13 | __profiler_enable__ | 0.000 | 0.00 | 1 |

## Global Variables

### Commands

```
%----- Script File -----
global k_value c_value;

function xdot = ode1(t,x);
% ODE1: function to compute the derivative xdot
global k_value c_value
xdot = k_value * x + c_value * sin(t);
end

k_value = 5; c_value = 2;
ts = [0 20];
x0 = 1.0;
[t, x] = ode23('ode1', ts, x0)
[t(1:10), x(1:10)]
```

### Output

```
ans =

      0    1.0000
  0.0178    1.0933
  0.0445    1.2510
  0.0845    1.5337
  0.1330    1.9662
  0.1841    2.5561
  0.2359    3.3370
  0.2881    4.3618
  0.3405    5.7031
  0.3930    7.4565
```

## While loops

### Commands

```
v = 1; i = 1; num = 0;
while num < 10000
    num = 2^i;
    v = [v; num];
    i = i + 1;
end
v
```

### Output

```

v =

    1
    2
    4
    8
   16
   32
   64
  128
  256
  512
 1024
 2048
 4096
 8192
16384

```

## Switch, if, keyboard

### Commands

```

%----- This is the script file 'work.m' -----
A = ones(10)
for i = 1:10
    disp(i)
    if i == 5
        keyboard
    elseif i==4
        for j=1:10
            switch mod(A(3,j),2)
                case 0
                    A(4,j) = 1;
                case 1
                    A (4,j) = -2;
            end
        end
    end
    A(:,i) = i*A(:,i);
end
%----- CLI Commands -----
work
keyboard> A
keyboard> return
A

```

### Output

```

octave:45>work
A =

    1    1    1    1    1    1    1    1    1    1
    1    1    1    1    1    1    1    1    1    1
    1    1    1    1    1    1    1    1    1    1
    1    1    1    1    1    1    1    1    1    1

```

```

1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1

1
2
3
4
5
stopped in solvexf at line 5 [~/octave/solvexf.m]
5: keyboard
keyboard> A
A =

```

```

1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1
-2 1 -2 -8 -2 -2 -2 -2 -2 -2
1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1
1 2 3 4 1 1 1 1 1 1

```

```
keyboard> return
```

```

6
7
8
9
10
octave:46> A
A =

```

```

1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
-2 1 -2 -8 -10 -12 -14 -16 -18 -20
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10

```

## Demonstration Script

### Commands

```

function [det_A, x] = solvexf(determinant_func);
% SOLVEXF solves a 3x3 watrix equation with parameter function
r = input('r: ');
A = [5 2*r r; 3 6 2*r-1; 2 r-1 3*r]
b = [2;3;5];

```



```

det_A = feval(determinant_func,det(A)) % uses a user defined function to compute determinant
x = A\b;
gain_control = input('Would you like to gain control? (y/n) ','s');
switch gain_control
    case 'y'
        disp('Type "return" and hit RETURN to continue. ');
        keyboard;
    case 'n'
        choice = menu('What would you like to do now?','Sleep','print ''x'');
        switch choice
            case 1
                disp('Goodnight')
                exit
            case 2
                x
                disp('.')
                pause(1)
                disp('.')
                pause(1)
                disp('.')
                pause(1)
                disp('GO SLEEP')
                exit
            end
        otherwise
            error('Invalid Choice');
    end
disp('Continuing')
FallSem(1).course = 'cs101';
FallSem(1).prof = 'turing';
FallSem(1).score = [80 75 95];
FallSem
FallSem(2).course = 'phy200';
FallSem(2).prof = 'Fiegenbaum';
FallSem(2).score = [72 75 78];
FallSem
FallSem(2).course
container = cell(2,2);
container{1,1} = FallSem(1);
container{2,1} = FallSem(2);
container{1,2} = 2;
container{2,2} = 'a';
container
end

solvexf('det');

```

## Output

Started execution

r: 1

A =

```

5  2  1
3  6  1
2  0  3

```

det\_A = 64

```

Would you like to gain control? (y/n) y
Type "return" and hit RETURN to continue.
stopped in solvexf at line 14 [/Users/francischua/gitprojects/octave/work.m]
14:         keyboard;
keyboard> r
r = 1
keyboard> return
Continuing
FallSem =

    scalar structure containing the fields:

    course = cs101
    prof = turing
    score =

        80    75    95

FallSem =

    1x2 struct array containing the fields:

    course
    prof
    score

ans = phy200
container =
{
    [1,1] =

        scalar structure containing the fields:

        course = cs101
        prof = turing
        score =

            80    75    95

    [2,1] =

        scalar structure containing the fields:

        course = phy200
        prof = Fiegenbaum
        score =

            72    75    78

    [1,2] = 2
    [2,2] = a
}

```

# LAB 8

## Linear Regression

### Commands

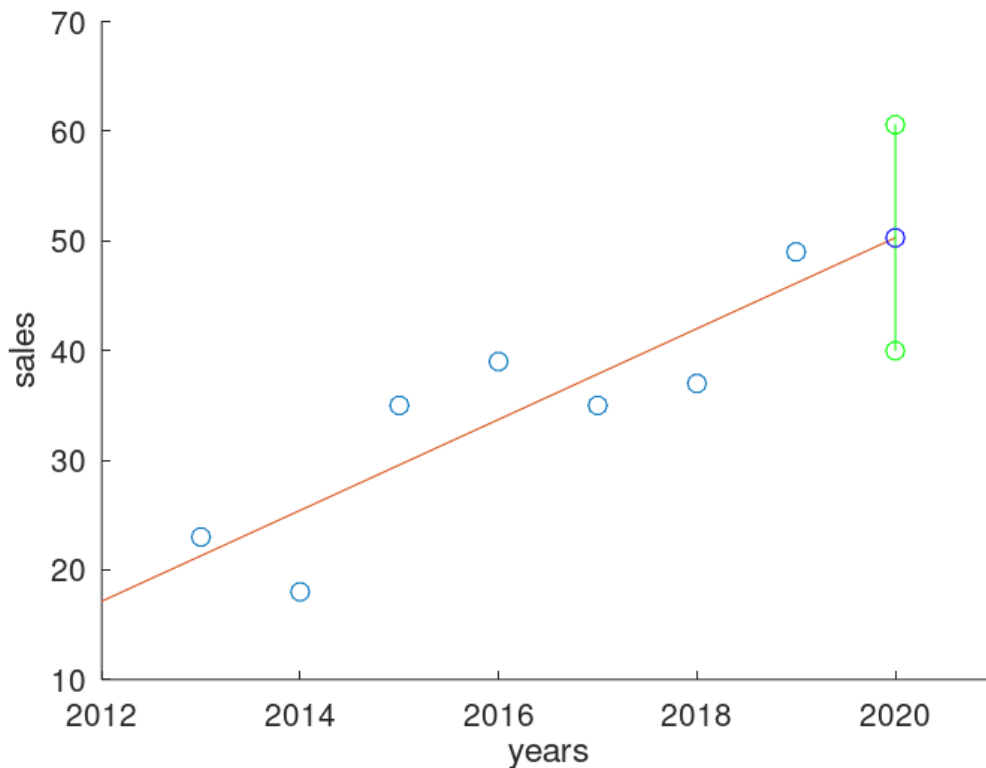
```
type forecasting_data.txt;
data = load("-ascii", "forecasting_data.txt");
n = size(data)(1)
AVG = mean(data)
SUM_SQUARE = var(data(:,1))*(n-1)
COV_N = sum((data(:,1) - AVG(1)) .* (data(:,2) - AVG(2)))
b = COV_N / SUM_SQUARE
a = AVG(2) - b * AVG(1)
epsilon = std(data(:,2))
% epsilon = sqrt(sum((data(:,2) - AVG(2)).^2)/(n-1)). This gives a different number from shown.
disp('68% confidence. r not calculated')
Y_low = a + b*2020 - epsilon
Y_high = a + b*2020 + epsilon
hold on
scatter(data(:,1),data(:,2),'o')
plot([2012 2020],[2012*b + a, 2020*b + a])
plot([2020 2020], [Y_low, Y_high], 'go-')
plot([2020], [a + b*2020], 'bo')
hold off
xlabel('years')
xlabel('sales')
axis([2012,2021,10,70])
pause
```

### Output

```
2013    23
2014    18
2015    35
2016    39
2017    35
2018    37
2019    49
n = 7
AVG =

    2016.000    33.714

SUM_SQUARE = 28
COV_N = 116
b = 4.1429
a = -8318.3
epsilon = 10.307
68% confidence. r not calcaulted
Y_low = 39.979
Y_high = 60.593
```



## LAB 10

### Data Manipulation

#### Commands

```
# load data from bearingdata.mat
load('assets/bearingdata.mat')
# show the first few values of the data
data(1:5)
# perform transformation
data_grams = data * 28.35;
# show last few values of transformed data
data_grams(96:100)
# save the new data to a file
save('assets/bearing_data_grams','data_grams')
# show the median of new data
median(data_grams)
# find the smallest and largest elements of the new data
[smallest,largest] = bounds(data_grams)
# show the use of format long
format long
ounce = 0.0283495;
data_kilograms = data * ounce;
data_kilograms(96:100)
```

#### Output

ans =

```
2.364942089643925
2.362699910495190
2.363534587096614
2.364997458100488
2.361439246724076
```

ans =

```
66.99682176558042
66.95260941494178
66.99867785420295
67.01218938489492
66.98866657743373
```

ans = 66.97214821453088

smallest = 66.90746521565018

largest = 67.04767793714885

ans =

```
6.699564016378561e-02
6.695142859290623e-02
6.699749621967289e-02
6.701100751206626e-02
6.698748511946939e-02
```

## Script Files

### Commands

```
# show and execute velocity.m
type velocity.m
velocity
# show and execute mars_velocity.m
type mars_velocity.m
mars_velocity
# show and execute rating_to_pound.m
type rating_to_pound.m
rating_to_pound
```

### Output

velocity.m is the user-defined function defined from: /Users/francischua/gitprojects/octave/velocity

```
# --- VELOCITY.M FILE --- #
dia = 2.5;
gravity = 981
%A = cross-sectional area or pi*((d/2)^2) Note: d/2 gives radius
area = pi*((dia/2)^2);
%m = mass of the falling object
mass = 65.4710;
%p = density (air = 1.225 kg/m^3) or .001225 g/cm^3
airDensity = 0.001225;
```

```

%C = drag coefficient for sphere is 0.47
C=0.47
% Vt = sqrt(2mg)/(pCA)
Vt = sqrt((2*mass*gravity)/(airDensity*C*area))
# --- VELOCITY.M FILE --- #
gravity = 981
C = 0.4700000000000000
Vt = 6741.741030699041
mars_velocity.m is the user-defined function defined from: /Users/francischua/gitprojects/octave/mars_velocity.m

# --- MARS_VELOCITY.M FILE --- #
dia = .025;
gravity = 3.711;
area = pi*((dia/2)^2);
mass=65.4710;
airDensity = 20.;
C=0.47;
Vt=sqrt((2*mass*gravity)/(airDensity*C*area))
# --- MARS_VELOCITY.M FILE --- #
Vt = 324.5159789486731
rating_to_pound.m is the user-defined function defined from: /Users/francischua/gitprojects/octave/rating_to_pound.m

# --- RATING_TO_POUND.M --- #
lbf=224.809;
open = 6;
closed = 20;
openlbf = open * lbf;
closed =closed * lbf
# --- RATING_TO_POUND.M --- #
closed = 4496.180000000000

```

## Miscellaneous Commands

### Commands

```

# show int8 bounds (2^7 = 128)
x = int8(120) + int8(50)
# usage of fix
x = fix(3.4) + rem(5,2)
# usage of ceil
x = ceil(3.4) + rem(5,2)
# manipulate character array
st = '12345';
st(1)=72; st(2)=69; st(3)=76; st(4)=76; st(5)=79
# show string comparison
text1 = 'Four score';
text2 = '87 years ago';
text3 = 'Four score';
strcmp(text1, text2)
strcmp(text1, text3)
# strfind
text1 = 'Four score and seven years ago';
index = strfind(text1, 'seven')
# failing to add different integer types
% sum2=int16(5) + int8(3)
# load the io package and then the xlsx
pkg load io

```

```

A = xlsread('assets/ChromeExport2.xlsx');
A(1:5,:)
# logical operators
x = 1;
y = 5;
z = ~(x<y)||~(y <x) && islogical(x)
# typecast to unsigned int
x = 55 + uint32(-22) + pi
x = int8(ceil(rem(-528.6,200)))
# random integers, shows a 3d matrix
A = randi(15,4,5,2)

```

## Output

```

x = 127
x = 4
x = 5
st = HELLO
ans = 0
ans = 1
index = 16
ans =

    22    16050075    NaN    NaN    NaN    100
    22    16050115    NaN    NaN    NaN    100
    22    16050213    NaN    NaN    NaN    100
    22    16050319    NaN    NaN    NaN    100
    22    16050527    NaN    NaN    NaN    100

z = 0
x = 58
x = -128
A =

ans(:, :, 1) =

     2     8     2    12     6
     3    14    12    14    12
    13    15    15    15    12
     8    10     7     7    12

ans(:, :, 2) =

     8     3     2    15     5
     6    11     9    13     5
    13     1     6    13     8
    10     1    11    15    15

```

## Classes

### Commands

```

aScalar = int16(345);
string1 = 'To be or not to be';
aVector = int8(1:5);
aArray = [3,3];

```

```
class(aScalar)
class(string1)
class(aVector)
class(aArray)
```

Output

```
ans = int16
ans = char
ans = int8
ans = double
```

## Sizes

Commands

```
aScalar = int16(345);
string1 = 'To be or not to be';
aVector = int8(1:3);
aArray1 = randi(2,3);
aArray2 = [2,3];

size(aScalar)
size(string1)
size(aVector)
size(aArray1)
size(aArray2)
```

Output

```
ans =

     1     1

ans =

     1    18

ans =

     1     3

ans =

     3     3

ans =

     1     2
```

## Sparse Cell



## Commands

```
b = cell(4,5);
b{1,1} = 'Good Morning';
b{1,2} = 'Bonjour';
b{3,4} = cos(45);
b{4,1} = int16(432);
b
```

## Output

```
b =
{
    [1,1] = Good Morning
    [2,1] = [] (0x0)
    [3,1] = [] (0x0)
    [4,1] = 432
    [1,2] = Bonjour
    [2,2] = [] (0x0)
    [3,2] = [] (0x0)
    [4,2] = [] (0x0)
    [1,3] = [] (0x0)
    [2,3] = [] (0x0)
    [3,3] = [] (0x0)
    [4,3] = [] (0x0)
    [1,4] = [] (0x0)
    [2,4] = [] (0x0)
    [3,4] = 0.525321988817730
    [4,4] = [] (0x0)
    [1,5] = [] (0x0)
    [2,5] = [] (0x0)
    [3,5] = [] (0x0)
    [4,5] = [] (0x0)
}
```

## Arbitrary Fields

### Commands

```
rocket.manufacturer = 'SpaceX'
```

### Output

```
rocket =

    scalar structure containing the fields:

    manufacturer = SpaceX
```

## Extract Every Other

### Commands

```
A1 = randi(8,8)
A2 = A1(2:2:8,2:2:8)
```

Output

A1 =

```
5 5 6 4 8 6 4 2
4 2 7 8 4 6 6 3
8 7 5 1 6 3 5 1
5 4 4 5 4 5 1 8
1 5 6 4 4 3 8 7
8 6 4 2 7 2 1 4
5 8 5 4 8 6 6 6
5 6 2 1 8 3 7 2
```

A2 =

```
2 8 6 3
4 5 5 8
6 2 2 4
6 1 3 2
```

## Matrix Generating

Commands

```
randi(2,3)
randi(2,2,3)
magic(3)
A = magic(4)
for i = 1:4
    row = sum(A(i,:))
endfor
for i = 1:4
    col = sum(A(:,i))
endfor
diagonal = A(1,1) + A(2,2) + A(3,3) + A(4,4)
diagonal = A(1,4) + A(2,3) + A(3,2) + A(4,1)
```

Output

ans =

```
2 1 1
1 1 1
2 2 1
```

ans =

```
2 1 1
2 1 2
```

ans =

```
8  1  6
3  5  7
4  9  2
```

A =

```
16   2   3  13
 5  11  10   8
 9   7   6  12
 4  14  15   1
```

```
row = 34
row = 34
row = 34
row = 34
col = 34
col = 34
col = 34
col = 34
diagonal = 34
diagonal = 34
```

## Tables

### Commands

Octave does not currently support Tables.

### Output

---

## LAB 11

## Loops

### Commands

```
x = 0;
while x<6
    x = x + 1;
    fprintf('x = %d\n',x);
endwhile
for x = 1:10
    if x == 6
        break;
    endif
    disp(x);
endfor
```

### Output

```
x = 1
x = 2
x = 3
x = 4
x = 5
x = 6
1
2
3
4
5
```

## Conditionals

### Commands

```
octave_version = 6; os = 'mac';
if x < 3
    disp('Get an ugrade')
else
    switch os
        case 'mac'
            disp('brew install octave')
        case 'windows'
            printf('Why do astronauts use Linux?\nBecause they can''t open Windows in space.\n');
        case 'linux'
            disp('"'People assume that time is a strict progression of cause to effect but, actually, fr
    end
endif
```

### Output

```
brew install octave
```

## Image

### Commands

```
imageFile = './assets/pretty.png';
ImageMap = imread(imageFile);
rows = size(ImageMap,1);
columns = size(ImageMap,2);
if (rows > 0 && columns > 0)
    y = 1;
    while y <= rows
        for x = 1:columns
            for i = 1:3
                ImageMap(y, x, i) = 255 - ImageMap(y, x, i); end
            end
            y = y + 1;
        end
        imwrite(ImageMap, imageFile);
    end
```





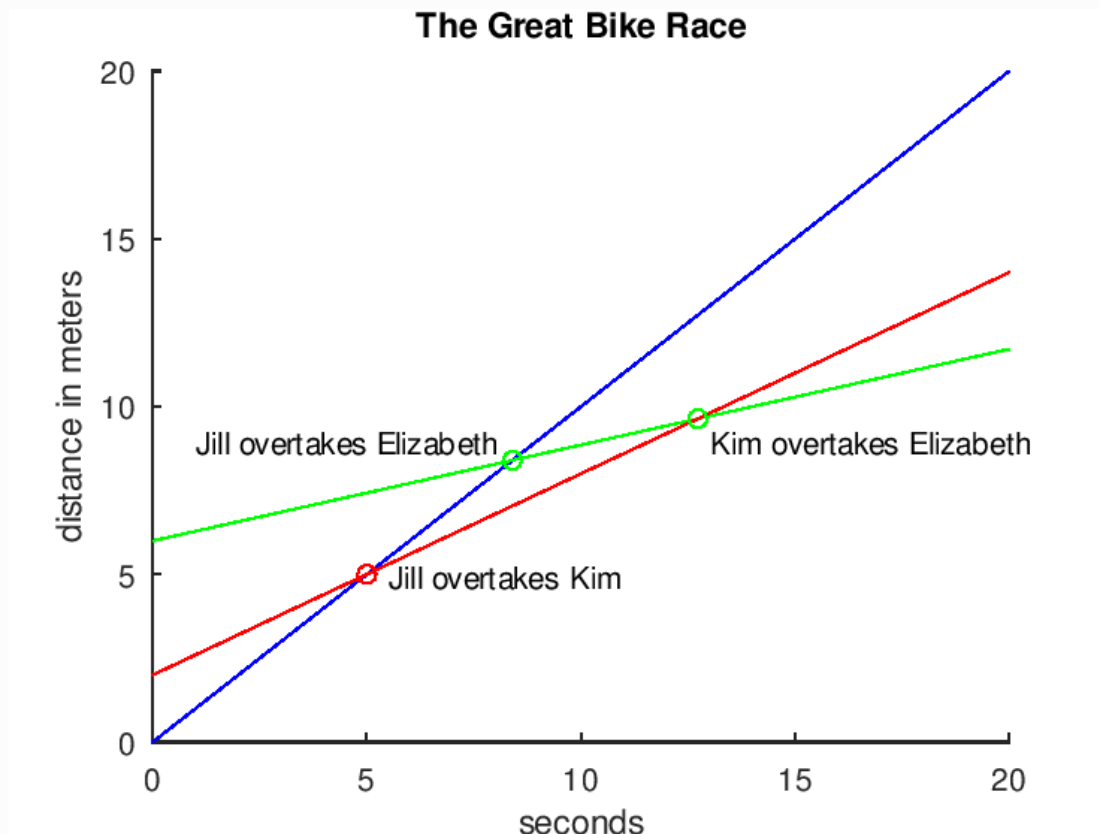
## LAB 12

### The Great Bike Race

#### Commands

```
x = 0:20;  
y = 2/7*x +6;  
z = 3/5 * x + 2;  
hold on;  
plot(x,x,'b',x,y,'g',x,z,'r')  
plot(42/5,42/5, 'go');  
plot((6-2)/(3/5-2/7),(6-2)/(3/5-2/7)*2/7+6, 'go');  
plot(5,5, 'ro');  
hold off;  
text (0,0,"Jill overtakes Elizabeth", "position", [4 9 0]);  
text (0,0,"Kim overtakes Elizabeth", "position", [13 9 0]);  
text (0,0,"Jill overtakes Kim", "position", [5.5 5 0]);  
title ('The Great Bike Race');  
xlabel('seconds'); ylabel('distance in meters');
```

#### Output



### Simultaneous Arrival Plot

#### Commands

```

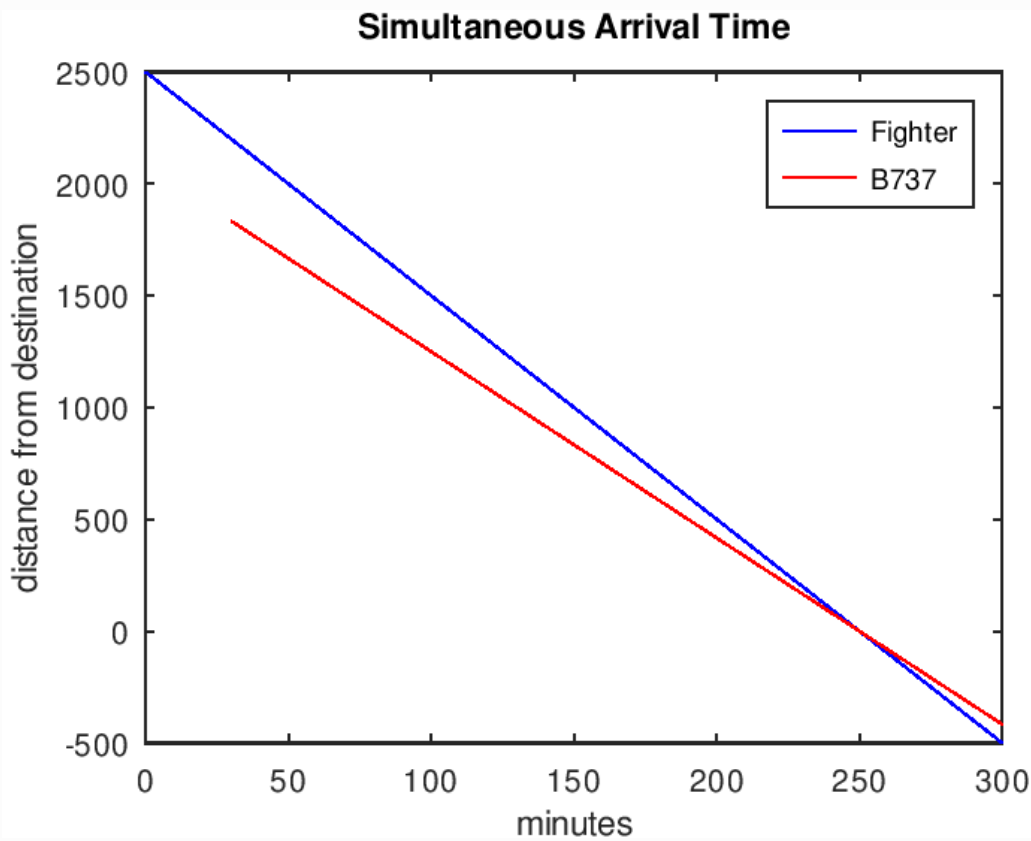
x_fighter = 0:10:300;
x_b7 = 30:10:300;
m_fighter = -600/60;
b_fighter = 2500;
minutes_taken_fighter = b_fighter / (-m_fighter);
minutes_taken_b7 = minutes_taken_fighter - 30;
m_b7 = -500/60;
b_b7 = - minutes_taken_b7 * m_b7;

y_fighter = x_fighter * m_fighter + b_fighter;
y_b7 = (x_b7 - 30) * m_b7 + b_b7;

plot(x_fighter,y_fighter,'b',x_b7,y_b7,'r')
title ('Simultaneous Arrival Time');
xlabel('minutes'); ylabel('distance from destination');
legend ("Fighter", "B737");

```

Output

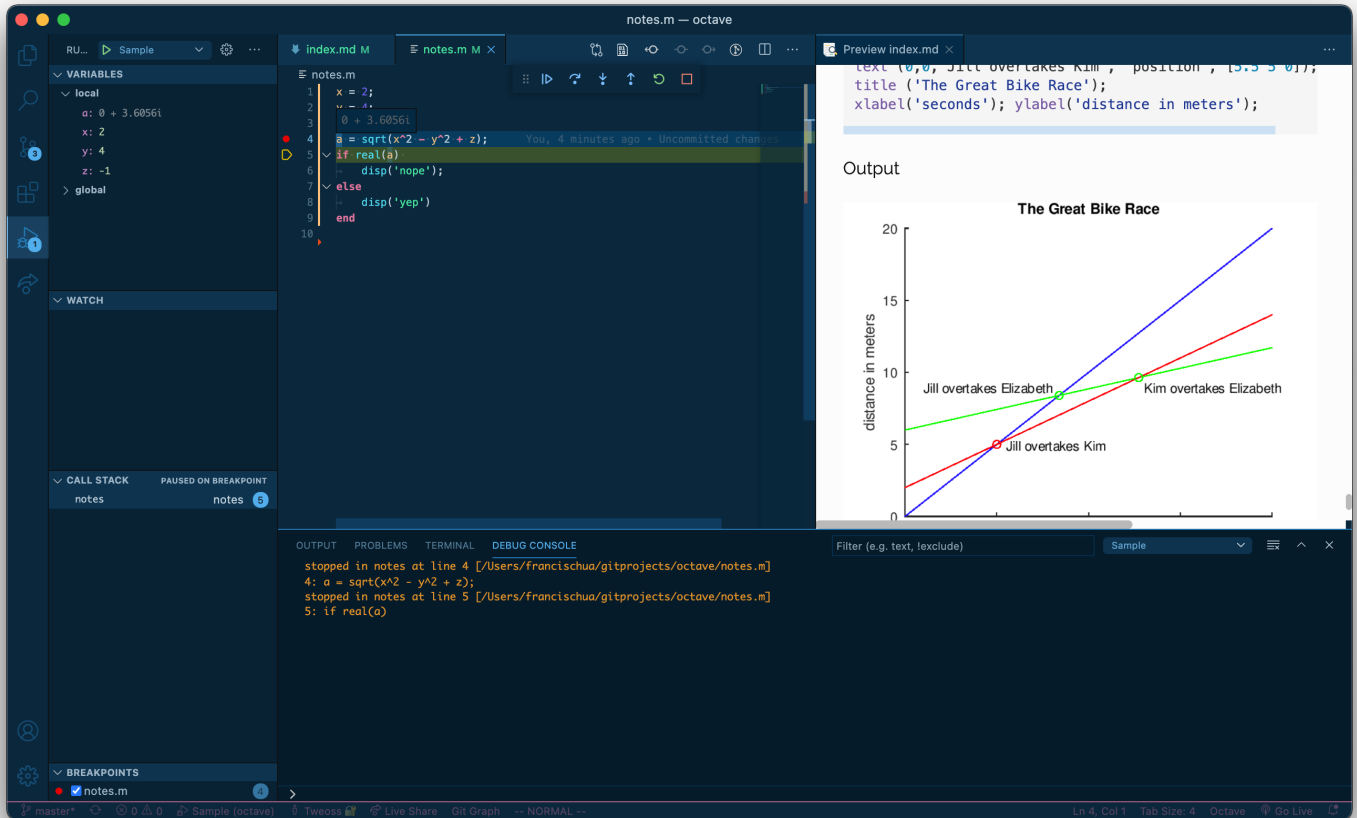


## LAB EXTRA

Extra examples to demonstrate proficiency of skills in the check sheet.

### Debugging





## File System

### Commands

```
x = 1;  
ls  
mkdir temp_example  
cd temp_example  
save var_file x  
type var_file  
ls  
cd ..  
ls
```

### Output

```
MatlabNotesPadded.pdf    index.md    notes.m    quizzes    velo  
assets                   index.pdf  notes.pdf  rating_to_pound.m  
index.html               mars_velocity.m  octave-workspace  regex.txt  
# Created by Octave 6.1.0, Mon May 03 22:41:06 2021 PDT <francischua@Francis-MBP.local>  
# name: x  
# type: scalar  
1  
  
var_file
```

|                       |                 |                  |                   |       |
|-----------------------|-----------------|------------------|-------------------|-------|
| MatlabNotesPadded.pdf | index.md        | notes.m          | quizzes           | temp. |
| assets                | index.pdf       | notes.pdf        | rating_to_pound.m | velo  |
| index.html            | mars_velocity.m | octave-workspace | regex.txt         |       |

## Geometric Sum

### Commands

```

output_precision (10)
r = input('Ratio = ');
first_element = input('First Element = ');
approximation = 0;
for i = 0:10
    approximation += r^i * first_element;
endfor
approximation

exact = first_element / (1 - r)

```

### Output

```

Ratio = 0.523
First Element = 6
approximation = 12.56854352
exact = 12.578616350

```

## Bacteria Outbreak

### Commands

```

x = 0:0.1:5;
title ('Bacteria Growth');
xlabel('Time (hours)'); ylabel('Bacteria Population, P(t)');
hold on;
for a = 1:0.1:2
    plot(x, 1000/a*exp(.5*a*x))
end
legend ("1.0", "1.1", "1.2", "1.3", "1.4", "1.5", "1.6", "1.7", "1.8", "1.9", "2.0", "location", "we:
hold off;

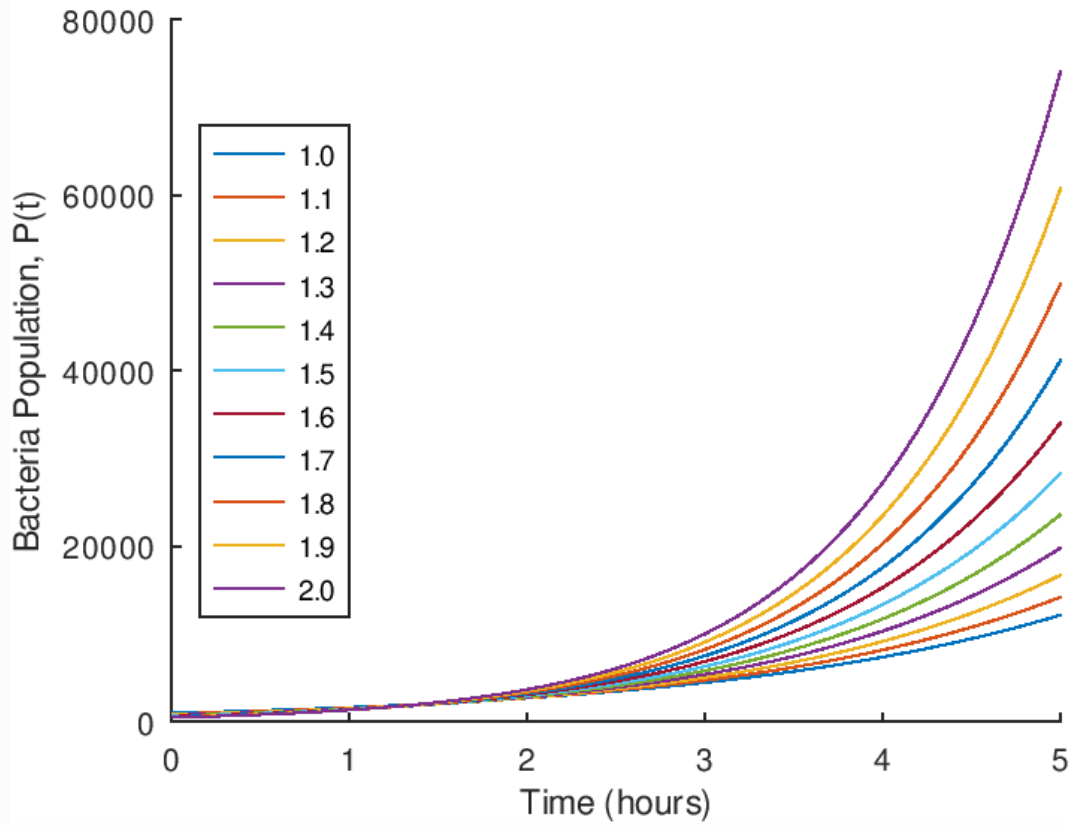
pause

clf
title ('Bacteria Growth');
xlabel('Time (hours)'); ylabel('Bacteria Population, P(t)');
hold on;
for a = 1:0.1:2
    semilogy(x, 1000/a*exp(.5*a*x))
end
legend ("1.0", "1.1", "1.2", "1.3", "1.4", "1.5", "1.6", "1.7", "1.8", "1.9", "2.0", "location", "we:
hold off;

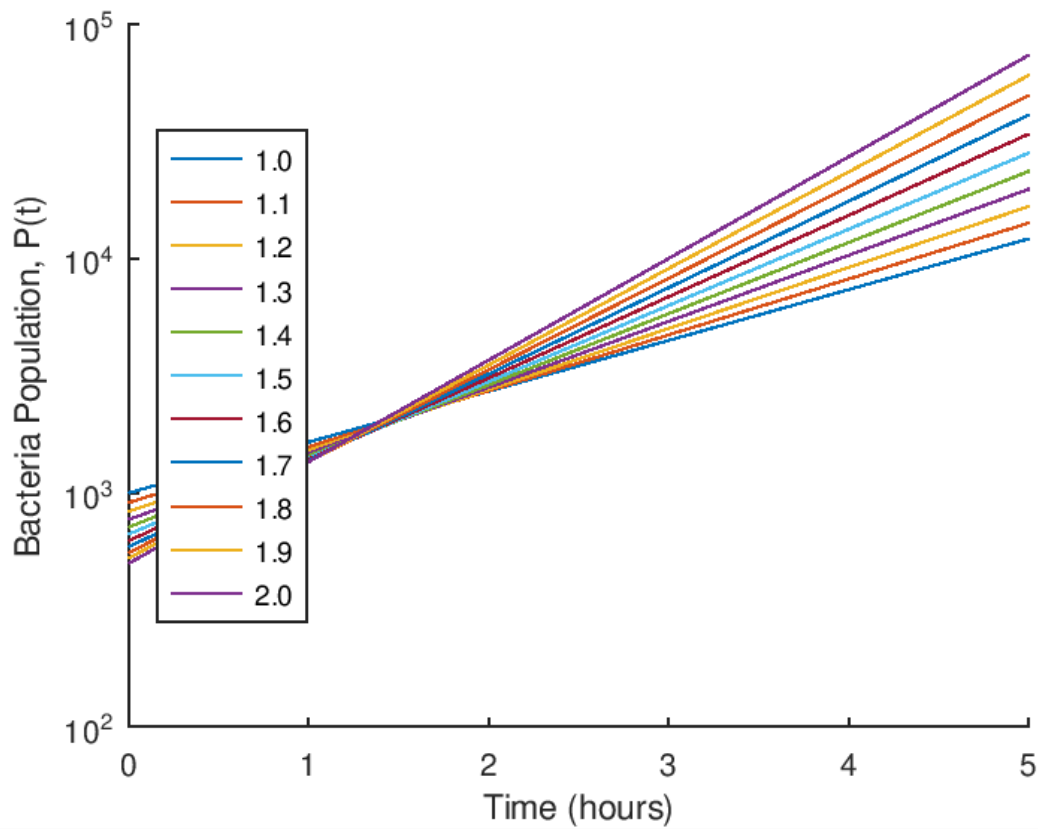
```

### Output

### Bacteria Growth



### Bacteria Growth



### Symbolic Math

The symbolic package for Octave must be installed.

## Commands

```
pkg load symbolic
syms x y
x = y + 3
cos(x + 2*ei(2*y))

clear
syms x
f = cos(x) + 2/log(x)
F = int(f, x)
# li is the logarithmic integral
```

## Output

```
x = (sym) y + 3
ans = (sym) cos(y + 2·Ei(2·y) + 3)
f = (sym)
```

$$\cos(x) + \frac{2}{\log(x)}$$

```
F = (sym) sin(x) + 2·li(x)
```